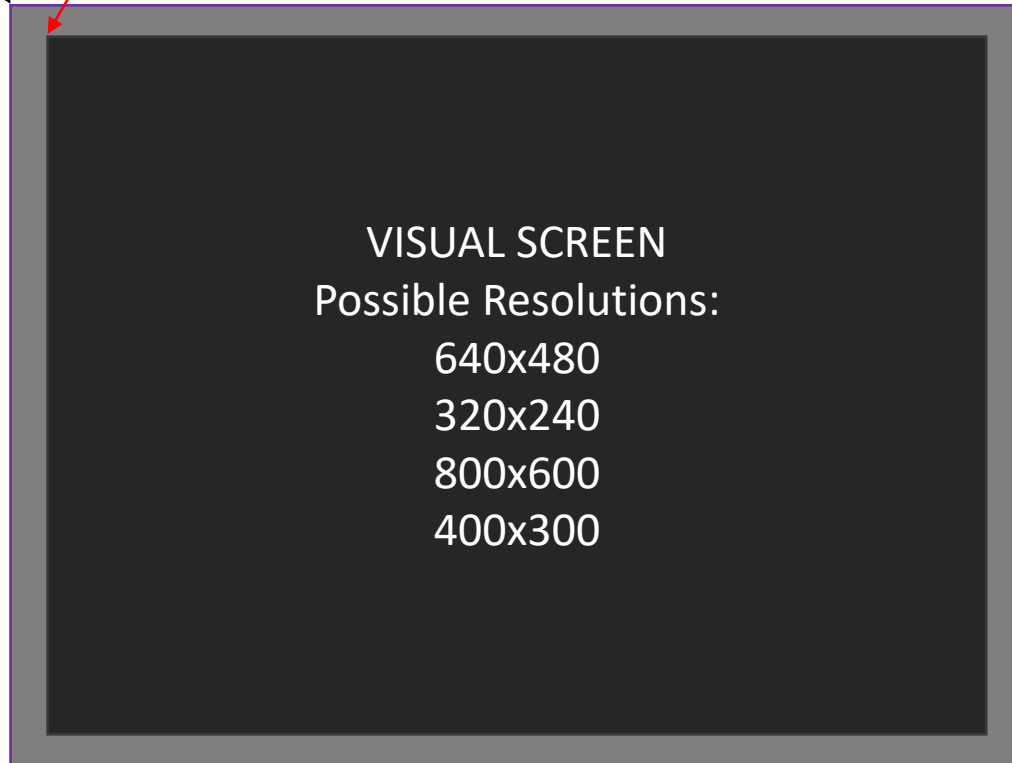


Bitmap Layers – Normal Mode

Invisible Portion

Starting Address, Cartesian Reference(X:0, Y:0)



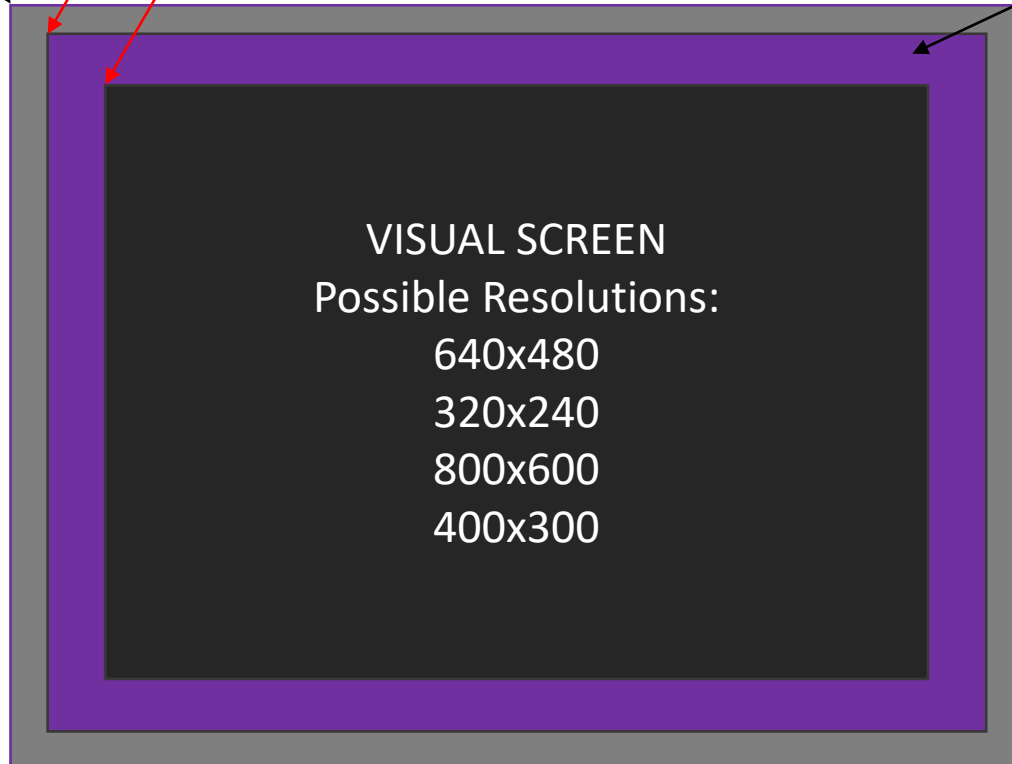
Bitmap Layers – Normal Mode

Invisible Portion

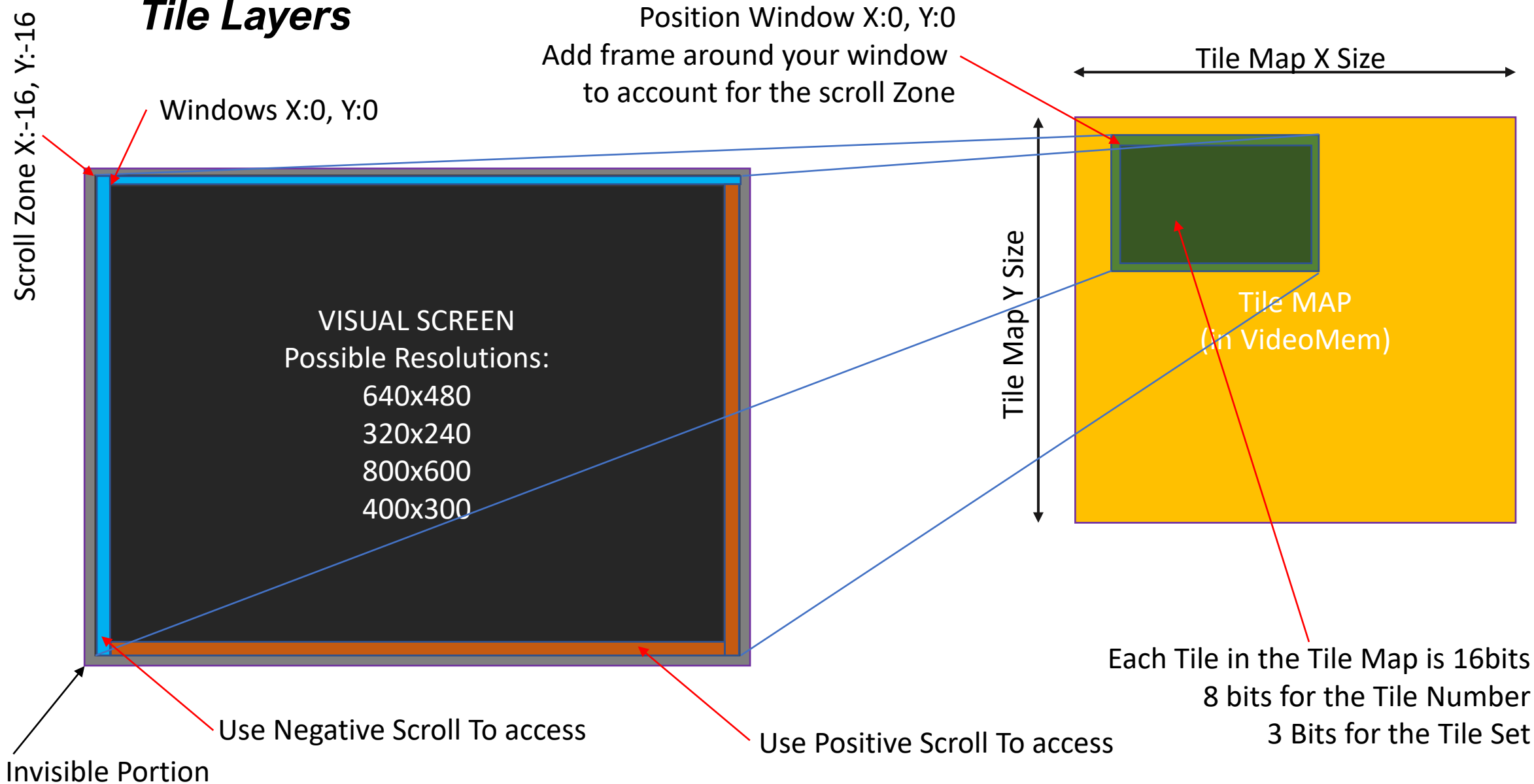
Starting Address, Cartesian Reference(X:0, Y:0)

Cartesian Reference(X:32, Y:32)

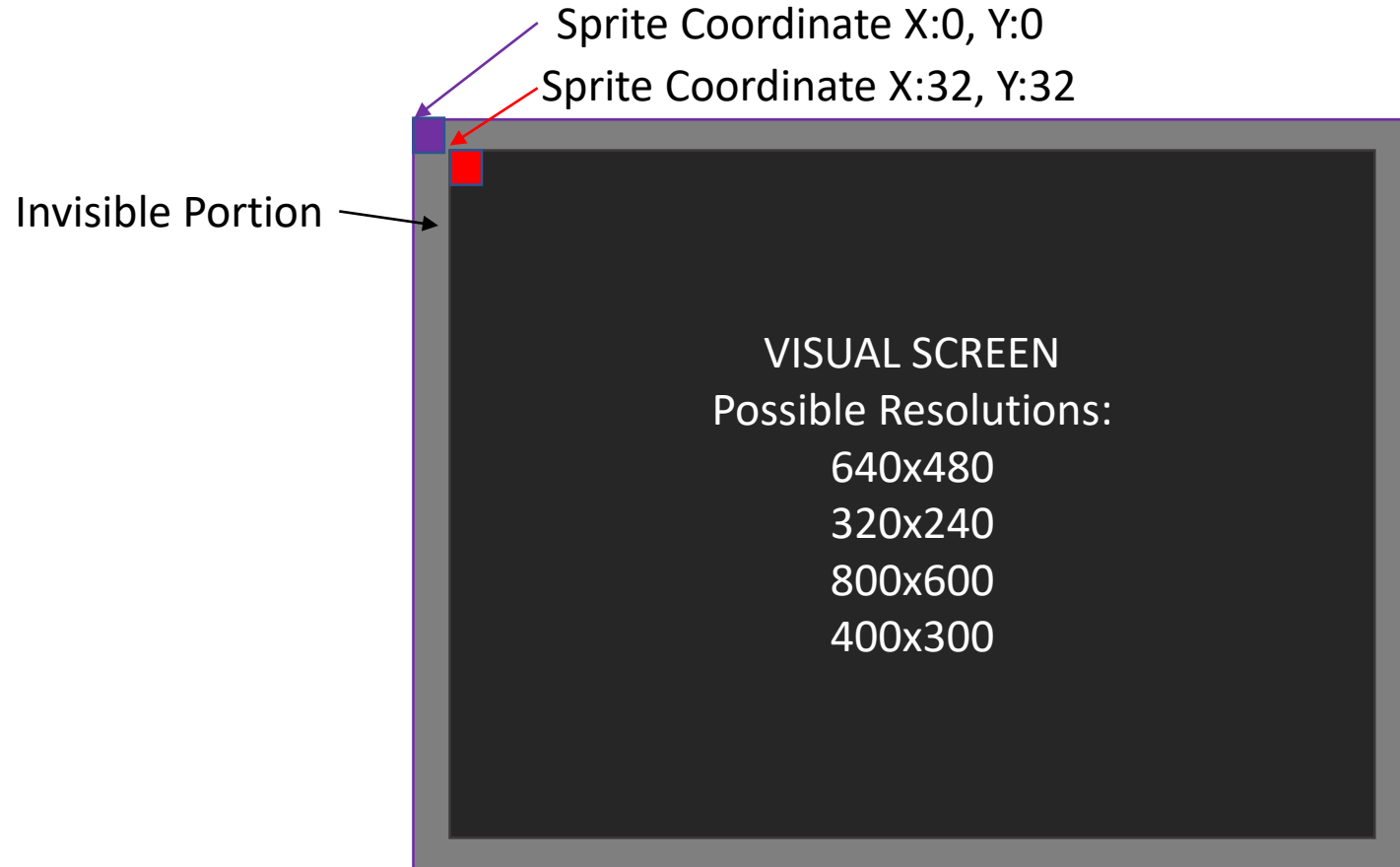
When Border is on in Graphic Mode



Tile Layers



Sprites



Layers Stack-up

